

CO-MODERATOR

What do I do?

The Co-moderator is **THE** person responsible for ensuring each match is conducted properly. It is important that you are familiar with how the game is played and all of the contest rules. The Co-moderator will be the "rules expert". The Co-moderator's responsibilities include ensuring all rules are followed, the students are recognized, all questions are read correctly and resolving question challenges. A brief overview of the competition is provided below.

The Science Bowl is an oral competition in which two students teams attempt to answer toss-up and bonus questions. The competition is divided into two 8-minute halves.

1. The first half starts when the moderator begins reading the first toss-up questions. If a contestant elects to answer the toss-up question, he/she activates the lockout system. The Co-Moderator will recognize the student by observing the light and call on the person - "Team A (or B), Captain or number". There is no conferring on a toss-up and the student's team receives 4 points for the toss-up question and then awarded a bonus question. A correct answer to the bonus question results in the team receiving 10 additional points (teams may confer on bonus question). Play continues by reading the next toss-up question.
2. When toss-up questions are being presented, students may interrupt the reading of the question if they believe they know the answer. If they answer the question correctly, their team is awarded 4 points and the team wins the right to answer a bonus question. If the student answers the toss-up questions incorrectly, **and has interrupted the reading**, 4 points are awarded to the opposing team and the question is read in its entirety to the opposing team and that team has the opportunity to answer.
3. One other rule pertaining to toss-up questions is important. A student **MUST** wait to be recognized by the Co-moderator before beginning to answer the toss-up question. If a student answers a toss-up question before being recognized, the response is ignored and the toss-up is offered to the opposing team. This rule is necessary to avoid situation where two teams' members think they have activated the lockout system and blurt out simultaneous answers.
4. The game is over when the second half ends or 25 toss-up questions have been read. The winning team is the one with the greatest point total.

Finally, should a challenge of a question or a rule interpretation occur (challenges can only be made **DURING** play from one of the **STUDENT** contestants), please be certain to have the Timekeeper stop the clock to ensure no competition time is unduly lost. Should the Timekeeper feel that time was lost, he/she may "correct" the time (for example, add 5, 10, 15 seconds back on to the clock).

The primary job of the Co-moderator is to recognize the students on the toss-up questions. The Co-moderator should ensure that the lockout box is functioning prior to the toss-up. **It is most important that you do this immediately. Do not make eye contact and pause.** The students will be nervous and we want to minimize the number of times a student is not recognized.